

GAME BOY ADVANCE

AGB-BIJE-USA

SONIC

THE HEDGEHOG

GENESIS™

INSTRUCTION BOOKLET

SEGA®

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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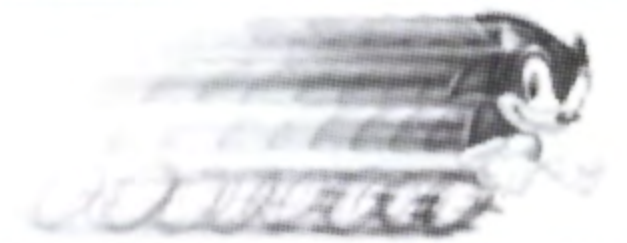
Thank you for purchasing *SONIC THE HEDGEHOG GENESIS™*. Please note that this software is designed for use with the Game Boy® Advance. Be sure to read this instruction booklet thoroughly before you start playing.

SONIC™ THE HEDGEHOG GENESIS™

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STORY



CRUSH DR. ROBOTNIK!

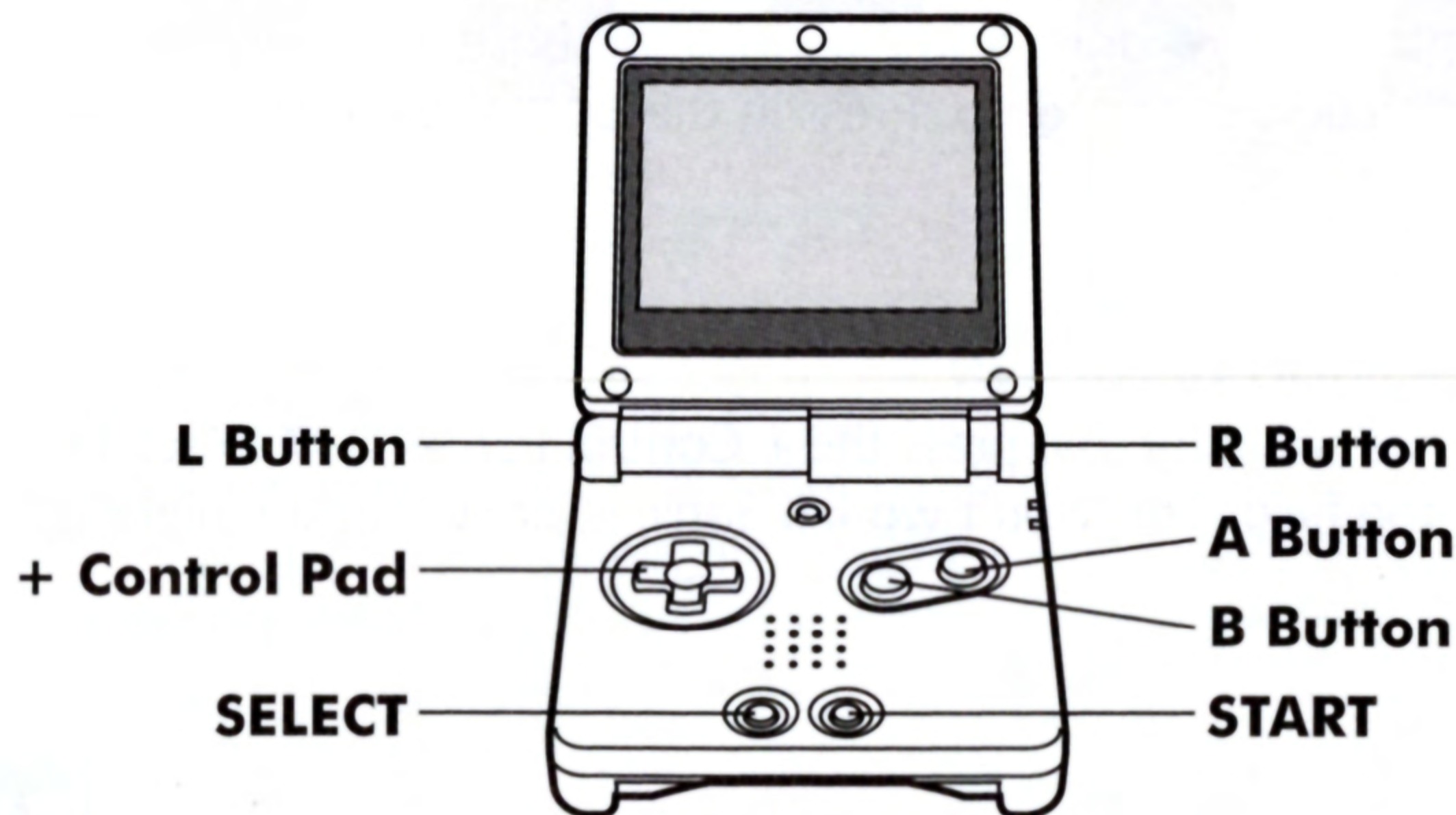
Dr. Ivo Robotnik (AKA Dr. Eggman), the mad scientist, is snatching innocent animals and turning them into evil robots! Only one tough dude can put an end to the demented scientist's fiendish scheme. It's Sonic, the real cool hedgehog with the spiky hair and power sneakers that give him super speed.

Help Sonic fight hordes of metal maniacs and do the loop with his patented Spin Attack. Speed down twisting tunnels and swing over dangerous booby traps. Leap across lava pits and dodge burning rocks. Then splash through the chilling waters in an underground cavern. And if you're lucky, you can warp to the secret zone where you spin around in a floating maze! Your greatest challenge lurks in a secret lab where you come face to face with Dr. Robotnik himself!

Spin through space, loop 'til you're dizzy, save the animals and become the super hero. Be Sonic! Be atomic!



CONTROLS

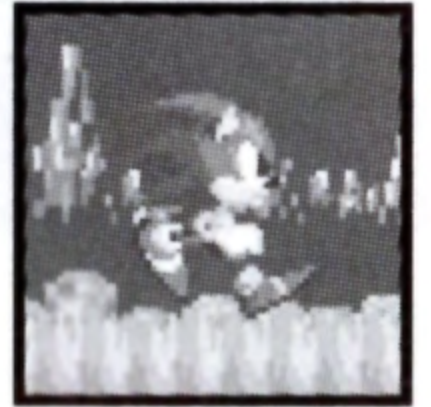


	MENU COMMAND	DURING GAMEPLAY
START	Open Title Menu	Pause Game
+ Control Pad	Choose mode, move cursor	◀ ▶ Walk, run ▲ ▼ Look up/down ▼ Spin Attack
A Button	Select item	Jump, mid-air Spin Attack, charge Spin Dash
B Button	Cancel/Return	Jump, mid-air Spin Attack, charge Spin Dash

GAMEPLAY COMMANDS

WALKING/RUNNING

Press the + Control Pad ◀ or ▶ to move Sonic in those directions. Press and hold in either direction to speed up. Press in the opposite direction to slow down.

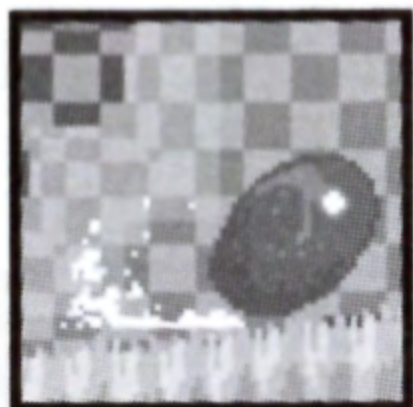
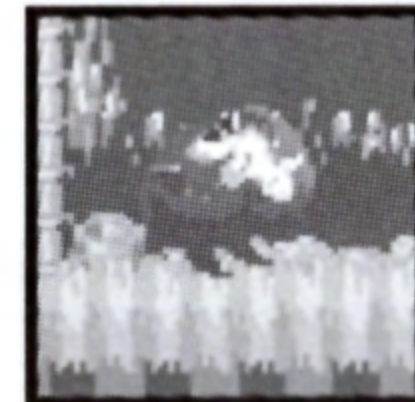


LOOKING UP/DOWN

While standing still, press the + Control Pad ▲ or ▼ to see higher or lower sections of the field. This won't work if Sonic is already at the highest or lowest point.

SPIN ATTACK

Press the + Control Pad ▼ while running to perform the Spin Attack. Spin along the ground taking out enemies in your path. Additionally, press the A or B Button to jump, performing a mid-air Spin Attack.



SPIN DASH

In **Anniversary Mode**, hold down the + Control Pad ▼ while standing still and press the A or B Button to charge up a spin. Release the + Control Pad to perform a Spin Dash.

GETTING STARTED



From the Title Screen, press START to bring up the main menu. Use the + Control Pad ▲ ▼ and the A Button to select from the following:

- Original Mode** The original *Sonic The Hedgehog* game as featured on the SEGA® Genesis™ system.
- Anniversary Mode** An updated game mode utilizing the Spin Dash command.
- Options** Make changes to game settings.



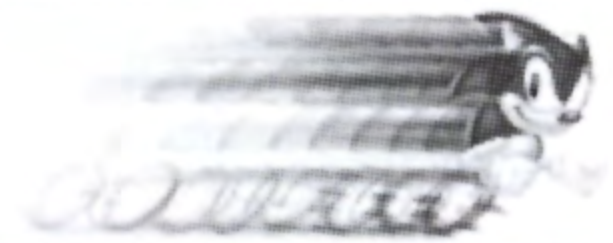
The first time you select Original Mode or Anniversary Mode, you will be taken straight to Zone 1 Act 1, the Green Hill Zone. Once the first Act has been cleared, progress will be saved and you will be able to select previously entered zones directly from the Title Menu – select either game mode, and use the + Control Pad and the A Button to select a Zone to play.

OPTIONS

Change game settings as detailed below.

- SE** Set sound effects during the game **ON/OFF**.
- BGM** Set background music during the game **ON/OFF**.

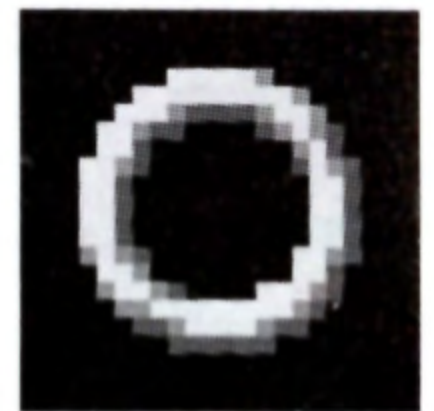
PLAYING THE GAME



As Sonic, you must evade traps and dodge crazed robots as you dash through six hazardous zones using your Spin Attack and Spin Dash (Anniversary Mode only). Your goal is to rescue your friends from the clutches of the demented scientist Dr. Robotnik!

GATHER THE RINGS

Staying alive will be tough, but you can grab Rings along the way. As long as you have Rings, you won't be hurt when you get attacked or touch an enemy or obstacle (but you will lose all your Rings). If an enemy attacks when you don't have any Rings and you are not using the Spin Attack, you will lose one chance to complete the game.



LAMPPOSTS

You'll come across Lampposts in every Zone. Touch one of these to record your present score and time. If you lose a chance, you will continue the game from the Lamppost you last touched. All of your Rings will be lost, but the game will restart with the last score and time that was recorded.



VIEWING THE GAME SCREEN

Keep track of your Rings, remaining chances, and game score by looking at the counters on the screen.



① Present Score

② Timer

Time elapsed since starting the Act. You have ten minutes of game time to clear each Act. Exceed ten minutes and you will reach TIME OVER, losing one chance to complete the game.

③ Rings

The number of Rings in your possession. This flashes when it reaches zero.

④ Lives

The number of chances you have remaining to get through the Act.

ITEMS FOR SURVIVAL

Smash open video monitors with the Spin Attack to get special items to help defeat the evil Dr. Robotnik!



Super Ring

Earns you a ten-Ring bonus.



Shield

Prevents you from losing Rings or taking damage from attacks one time only. This will not protect you from certain obstacles.



Invincible

Prevents you from losing Rings or taking damage from attacks for a short period of time. This will not protect you from certain obstacles.



Power Sneakers

These sneakers make Sonic run even faster!



One-Up

Gives you one extra chance to complete the game. Note: Picking up 100 Rings also earns you an extra chance.

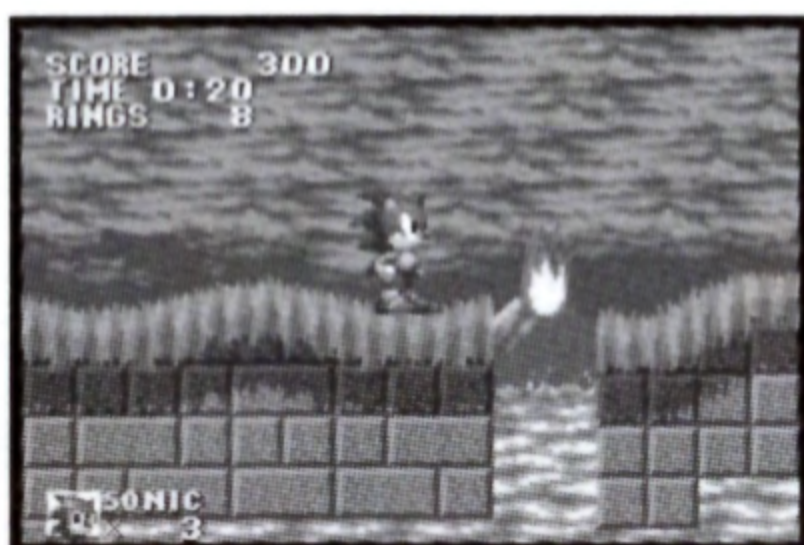
ZIP THROUGH THE ZONES

There are six action-packed Zones, each with three exciting Acts. You'll square off against Dr. Robotnik at the end of the third Act.



GREEN HILL ZONE

Run around the giant loops, tumble down tunnels, and jump over crumbling cliffs before you even get a chance to blink. Bounce on Springboards, but not on spikes. Ouch!



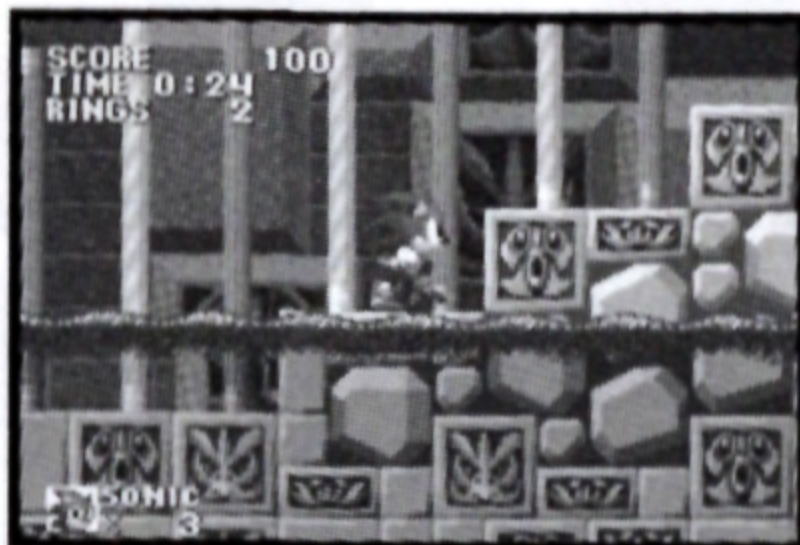
MARBLE ZONE

Leap across pools of red-hot lava and shifting islands. Then find the way to the underground palace where massive weights and flying balls of fire block your path.



SPRING YARD ZONE

Jump from springs and bounce off bumpers as if you're in a real pinball machine.



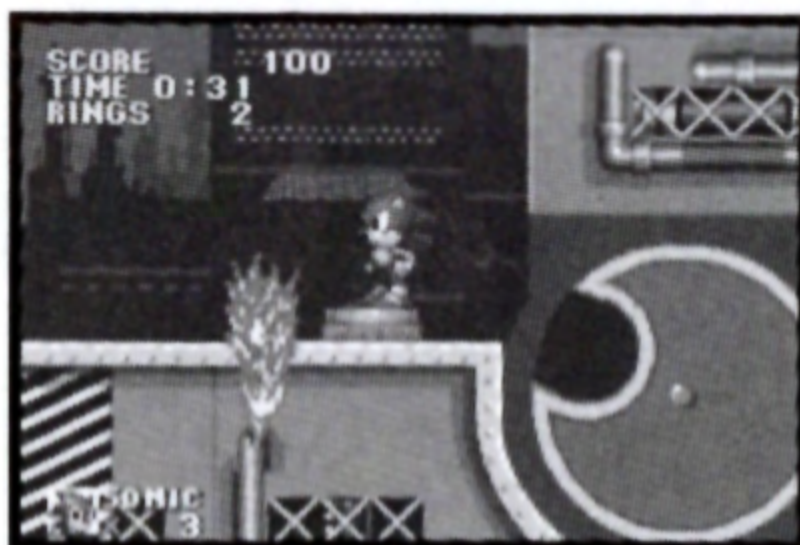
LABYRINTH ZONE

Explore an intricate maze filled with water. A countdown begins to let you know when you are running out of oxygen. Breathing inside larger air bubbles keeps you from drowning.



STAR LIGHT ZONE

Speed through the stars like a roller coaster in a world that twists and turns like a corkscrew.



SCRAP BRAIN ZONE

Slippery metal floors, razor-sharp saws and grinding wheels – you're now one step away from Dr. Robotnik's hideout!

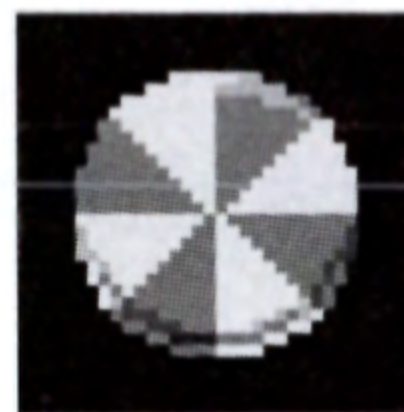
SECRET ZONE

If you have 50 Rings at the end of an Act, jump through the giant Ring to warp to the Secret Zone where you'll ricochet off multi-colored blocks in a 360° rotating maze. In each of the six Secret Zones, your aim is to collect the Chaos Emerald without touching the Goal.



Bumper

Bounce off these.



Jump Stand

Jump off these.

Up

Touch these to make the maze rotate faster.



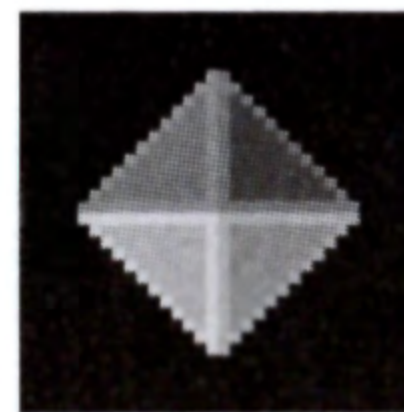
Down

Touch these to make the maze rotate slower.



Reverse

Touch these to make the maze rotate the opposite way.



Breakable Block

Hit three times to break through.

Chaos Emeralds

These come in six different colors – one for each Secret Zone. Try to collect all six!



Goal

Avoid touching the Goal or you will exit the Secret Zone empty handed!



GAME OVER

You have three chances to complete the game. If you lose all three chances, the game ends.

CONTINUE

By collecting Rings and improving your score, you may be lucky enough to obtain a Continue worth three more lives after GAME OVER. The Continue screen will appear after Sonic loses his last life. At this screen, press START before the timer expires to continue where Sonic lost his last life.

SCORING

All enemies are worth 100 points. Defeating Dr. Robotnik at the end of each Zone earns you 1,000 points. Both the Time Bonus and the Ring Bonus will be added to your final score.

■ Time Bonus

This bonus is based on how much time you took to clear one Act.

■ Ring Bonus

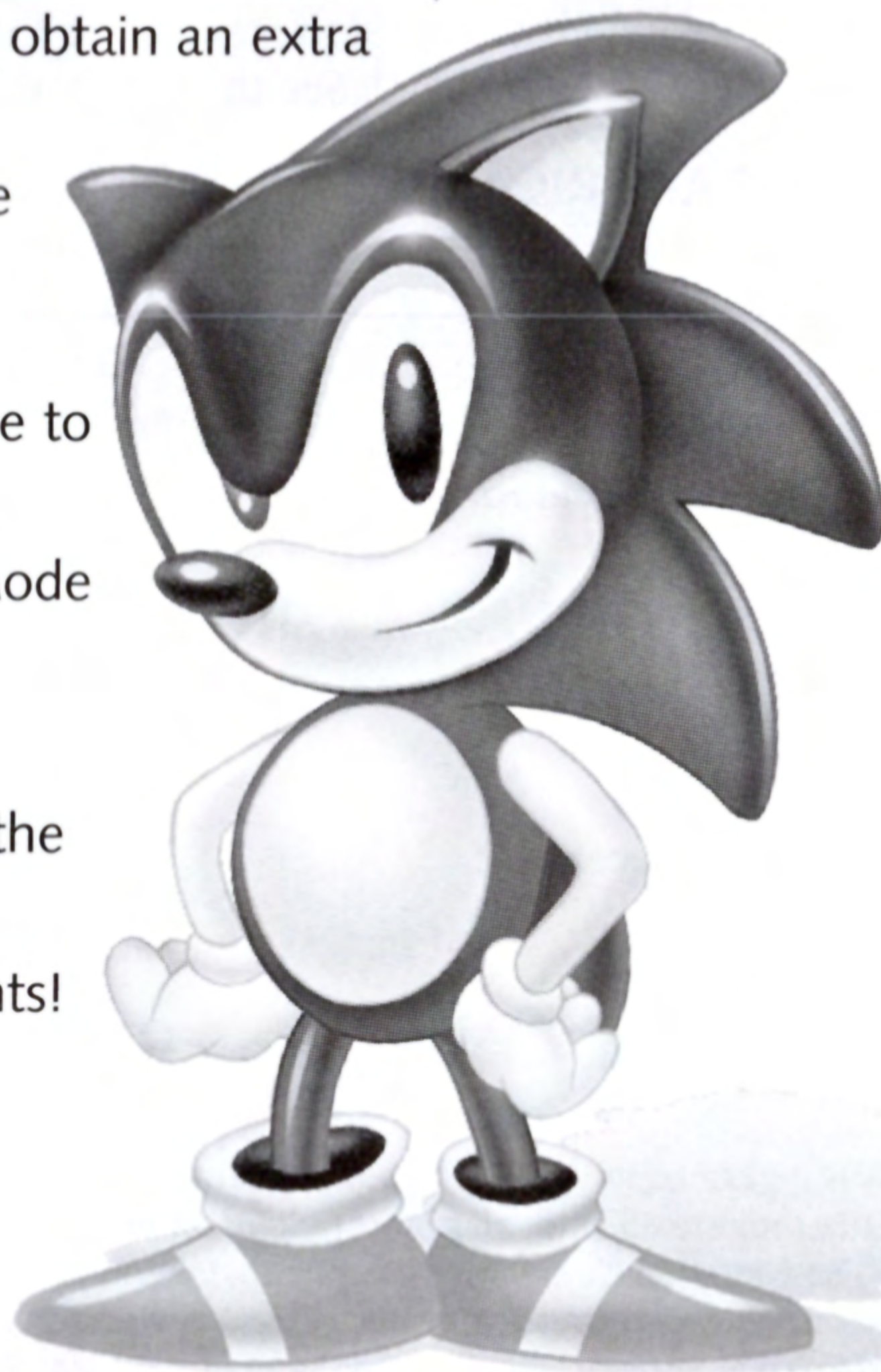
This bonus is determined by the number of Rings you have left at the end of an Act.



SURVIVAL TIPS



- ★ Grab all the Rings you can. Collect 100 or more to obtain an extra chance to win!
- ★ Watch the traps to see how they move. You'll have a better chance of dodging or escaping them. You might even try to burrow through them.
- ★ Look for ways to get to places that seem impossible to reach.
- ★ Use the Spin Attack and Spin Dash (Anniversary Mode only) to find hidden items.
- ★ Look for secret rooms.
- ★ Remember, there's a Time Bonus, so race through the Acts as quickly as you can.
- ★ Destroy enemies in succession for extra bonus points!



CREDITS



The following credits list the staff responsible for the localization, marketing, and manual production for *SONIC THE HEDGEHOG GENESIS™*. See the in-game credits for the complete list of the original development staff.

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NINTENDO DS

Charlotte's Web

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